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The Backrooms



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Perhaps one of the stranger occurrences within the [Known Multiverse](#) is an estimated 0.0001% chance that anyone, from any universe, can seemingly "no-clip", for a lack of a better term, out of their universe and end up in the realm known in modern times, or rather largely as the **Backrooms**.



This realm is another part of the [Plains of Rebirth](#) and quite possibly its' oldest and oddest realms, a place so ancient that the [Entities](#) is unsettled by it, which is usually the reason behind them not entering the realm all that often, as well as other [Morts](#).

Throughout the multiverse, around 1000 people per month disappear into the backrooms and around 20-30 people return. The amount of time it takes is random, but it is often around months or even years. From the survivor's recollection of the Backrooms and found footage, the backrooms are not without its own creatures many of which are hostile. Those who enter, no matter how they are mentally or physically, are prone to being killed by the entities in the backroom. Magic abilities have a somewhat minimal effect on these creatures, and while physical attacks are possible, it is best advised to use a firearm or be in a group against a single entity of the backrooms. However, the best advice is simply to avoid the entities of the backrooms whenever possible and only fight them if absolutely necessary.



There are an infinite number of levels that exists in the Backrooms, with some being safe and others being dangerous. The first level and the most explored and better understood is nicknamed the lobby, and this is where everyone starts and is one of the nine main levels of the backrooms. The others are as follows:

- Level 0: "The Lobby"
- Level 1: "Habitable Zone"
- Level 2: "Pipe Dreams"
- Level 3: "Electrical Systems"
- Level 4: "Abandoned Offices"
- Level 5: "The Hotel"
- Level 6: "Lights out" (the most dangerous part of the backrooms because it is in absolute darkness).
- Level 7: "Thalassophobia"
- Level 8: "Cave Systems"

The Backrooms are a mystery, while the wider Multiverse is somewhat aware of its'

existence, most typically do not worry about it in their day to day lives. The [Alliance of Nations](#), and later on the [Multiversal Federation](#), frequently send expeditions to the realm in the hopes of understanding it more and discovering just what the realm is. But upon discovering the Saa'kunji Universe and learning about the [event](#) that's occurring in it, a disturbing theory has slowly taken hold of researchers studying the Backrooms, that the Backrooms are effectively the parts of the universes the Plains had consumed over the eons that didn't become apart of another realm all eventually become merged together into a uncanny, disjointed infinite realm containing all the remaining remnants of universes long consumed by the Plains but all warped in various ways.

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History

Famous side levels

6.1 is a level known as the "snackrooms" which is one of the safest places in the backrooms. The entities that roam the backrooms are surprisingly docile and friendly and will never attack unlike in the other levels. Apparently, some sources say that these entities tell jokes and that the so called "Smiler" entity is the only known one that can tell good jokes.

Travel through the backrooms

Travel is mostly through accidental tripping on a wire (in some cases), no-clipping or going through holes or down/up certain staircases. However most methods of travel are unreliable and cannot safely transport a person from point A to point B, however one room in level 0 can still lead to level 1 if luck is in a person's favour.

Factions and Societies

Notes

- Information was gathered from the backrooms fandom which generally has much better information than here currently:
- https://backrooms.fandom.com/wiki/Level_List
- all levels in the backroom fandom are to be presumed to be the same for the great multiverse wiki Backrooms, treat both one as the same though this Backrooms is separate as this is a fandom

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